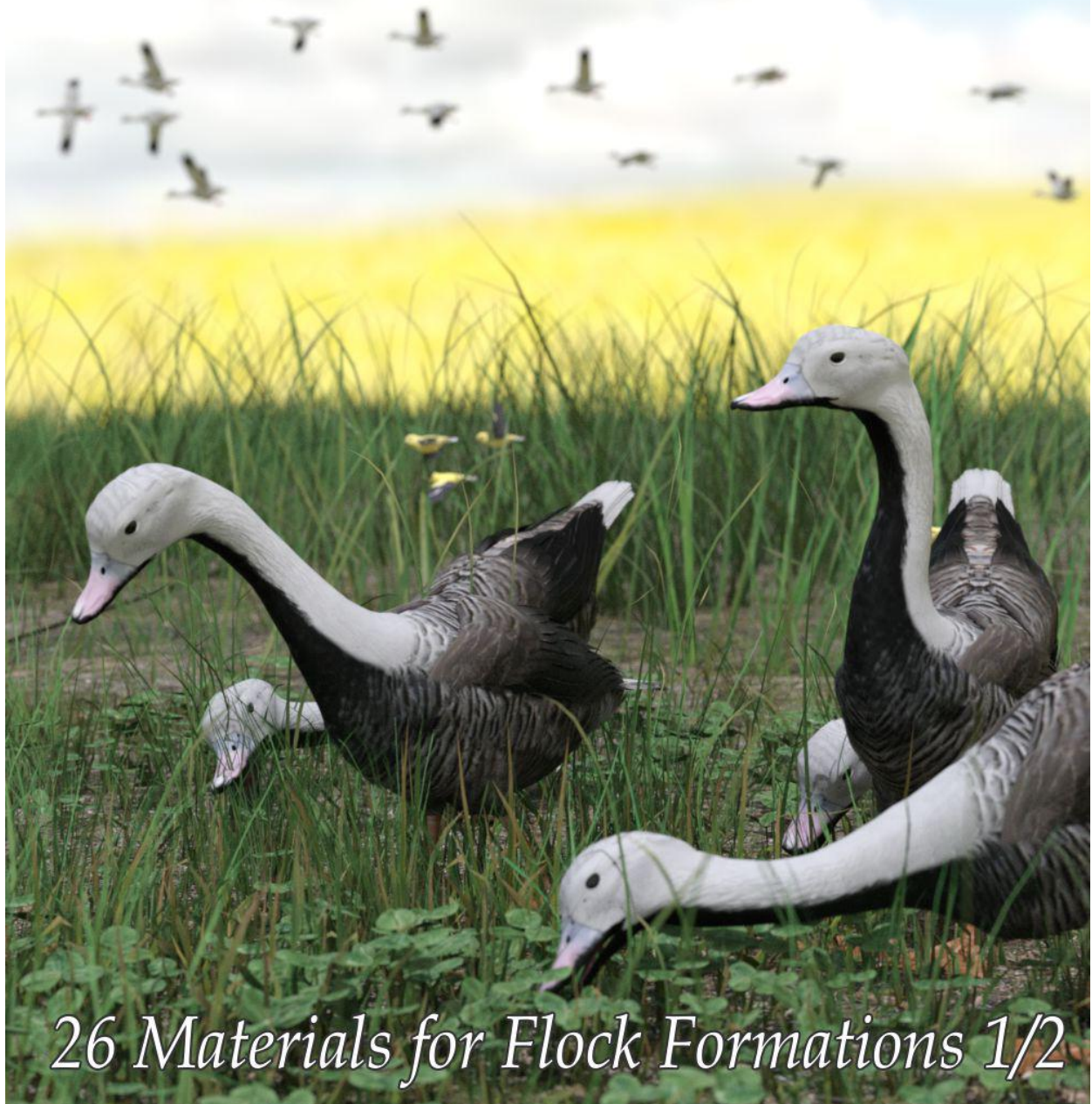


Songbird  
ReMix

# *Flock Formations* **Materials**



*26 Materials for Flock Formations 1/2*

# Flock Formations Materials

## Introduction

Birds are the most common wildlife experience we have. One has to simply walk out the door and look skywards. So it makes sense that birds would be a part of outdoor digital imagery. Flock Formations takes much of the complexity out of the Songbird ReMix bird model series and provides easy to place bird formations for beginners or experienced Songbird ReMixers who don't want to go through the work of creating them.

Flock Formations Materials features Geese, Finch and Sparrow, Pigeon, Gull, Swallow and Dunlin materials to add to the Flock Formations Volume 1 and 2 sets. There are 26 materials in all (. The set comes in native DAZ Studio and Poser versions and supports Iray, 3Delight, Superfly and Firefly render engines.

## Overview and Use

Select **Animals : Songbird ReMix** folder (in Poser within the Figures tab) and go to the **Flock Formations** sub-folder. Here you'll find the Bird Formation models, grouped by render engine. Load a Formation prop, select it and go to Materials folder to apply a material to the model.

Note: Even though some materials ***may seem the same***, they are not. Applying a "FF03-Flying V" material to "FF10-Geese Group" will not work properly. The reason for this is that each prop model was saved to maximize its appearance while trying to cut down on polygon usage. Some material groups were removed or may have different names.

**Only use the proper material** (eg. Materials with the FF03 prefix) **with the corresponding prop** (eg. Prop with the FF03 prefix).



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